

Document: Emergency Rule

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TITLE 65 STATE LOTTERY COMMISSION

LSA Document #01-190(E)

DIGEST

Temporarily adds rules concerning pull-tab game number 534. Effective June 8, 2001.

SECTION 1. The name of this pull-tab game is "Pull to Win".

SECTION 2. Pull-tab tickets in pull-tab game Pull to Win shall sell for twenty-five cents (\$0.25) per ticket.

SECTION 3. Pull to Win is a criss-cross game in which play symbols appearing in the order designated herein establish criss-cross winning combinations.

SECTION 4. A pull-tab ticket for Pull to Win may contain the following possible play symbols:

Drawing of a large seven (7)

Drawing of a large "GOLD" seven (7)

Drawing of a bell

Drawing of a plum

Drawing of a lemon lime

Drawing of an orange

Drawing of a watermelon slice

Drawing of a horseshoe

Drawing of a bunch of cherries

Drawing of a melon

Drawing of a banana

Drawing of a strawberry

SECTION 5. (a) A criss-cross winning combination is not established unless each of the following are true:

(1) The play symbols are of the type specified in SECTION 4 of this rule [document].

(2) The play symbols are bisected by a red arrow.

(3) The prize amount appears in red ink overprinting on a yellow box randomly placed in the game play data area.

(b) A criss-cross winning combination shall consist of two (2) large seven (7) play symbols and one (1) other play symbol consecutively exposed in a vertical, horizontal, or diagonal line.

(c) A player may win up to two (2) times on a ticket in the pull-tab game Pull to Win.

SECTION 6. The holder of a valid pull-tab ticket in Pull to Win containing a criss-cross winning combination is entitled to the following prizes which are available in the following approximate numbers with respect to each two hundred fifty thousand (250,000) tickets printed for the game:

Number of Criss-Cross Winning Combinations	Play Symbols in Criss-Cross Winning Combinations	Prize Amount	Approximate Number of Winners
1	2 - large seven (7) + 1 - "GOLD" seven (7)	\$50.00	321
1	2 - large seven (7) + 1 - bell	\$25.00	321
1	2 - large seven (7) + 1 - plum	\$ 4.00	321
1	2 - large seven (7) + 1 - lemon lime	\$ 3.00	321

1	2 - large seven (7) + 1 - orange	\$ 2.00	642
2	2 - large seven (7) + 1 - watermelon slice & 2 - large seven (7) + 1 - horseshoe	\$ 1.50	321
1	2 - large seven (7) + 1 - watermelon slice	\$ 1.00	321
2	2 - large seven (7) + 1 - horseshoe & 2 - large seven (7) + 1 - horseshoe	\$ 1.00	321
1	2 - large seven (7) + 1 - horseshoe	\$ 0.50	321
2	2 - large seven (7) + 1 - bunch of cherries & 2 - large seven (7) + 1 - bunch of cherries	\$ 0.50	5,457
1	2 - large seven (7) + 1 - bunch of cherries	\$ 0.25	32,742

SECTION 7. A total of approximately two hundred fifty thousand (250,000) instant tickets will be initially available in the pull-tab game Pull to Win. The odds of winning a prize in the pull-tab game Pull to Win are approximately 1 in 6.05. If additional pull-tab tickets are order [sic., ordered] for the pull-tab game Pull to Win, the odds, prize structure, and approximate prize distribution shall remain the same as in the initial order.

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